

Welcome to...

# RIT ESPORTS T.W.I.R.E.

T.W.I.R.E.! (This Week In RIT Esports) will be a bi-weekly issued newsletter to keep everybody in the loop of what is happening at RIT Esports. You might want to sit down, we have a lot to go over in our first issue!

## This Week's Spotlight

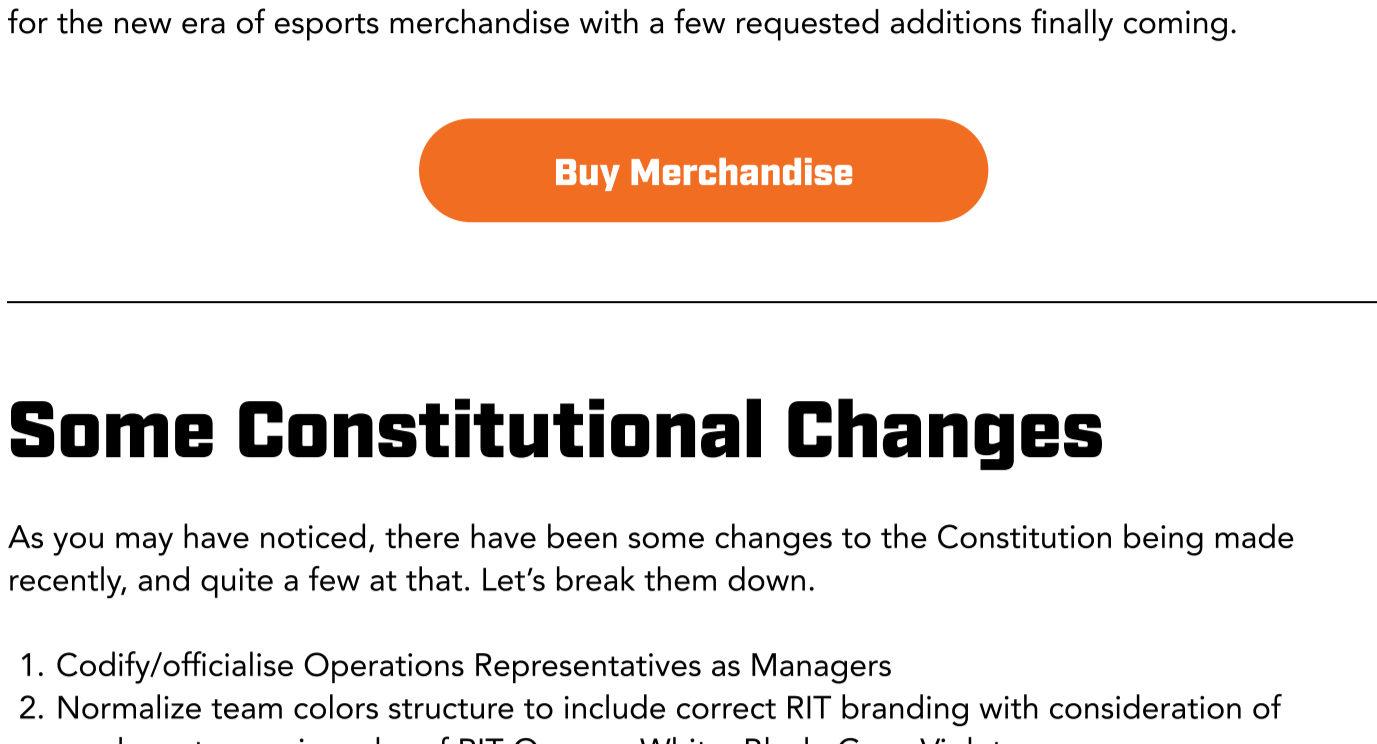
### Brand Changes

Over the past year we have been pushing for more support from RIT in terms of: money, scholarships, and overall recognition from them. We've made great strides in doing so, but due to this there will be a lot of change. Although we can't share all of the new exciting information, in this newsletter we'll start to introduce some of the major changes happening to our club.

Although there may be some concerns about bringing in more support from RIT, with every step we are making sure we keep the heart of RIT Esports. We didn't want to give up being a student-run club, but we want to find the right balance of being independent while getting enough support from the university to be a competitive organization.

Some of the core major changes are with branding. As much as we fought for it, we must sadly say goodbye to the Esports Tiger logo. We didn't take this change lightly, and recognize the legacy behind the RIT Esports Tiger. Although we may be sad, we're also excited that RIT recognizes us as an official part of the university and is willing to allow us to use their official branding.

While we may lose the Tiger, we are able to keep our beloved font and overall feel of branding guidelines outlined by previous students. With that, we still have some avenues for creative freedom so keep an eye out for other projects where we will keep our own spin and keep the Tiger alive.



This means it's your last chance to buy or obtain any merchandise with this logo, so head over to <https://whatsneu.gg/collections/rit-esports> and use code: **GAMING-RIT-ESPORTS** for a discount before it's gone forever!

With this means a merchandise refresh. We can't share all of it yet, but you should be excited for the new era of esports merchandise with a few requested additions finally coming.

[Buy Merchandise](#)

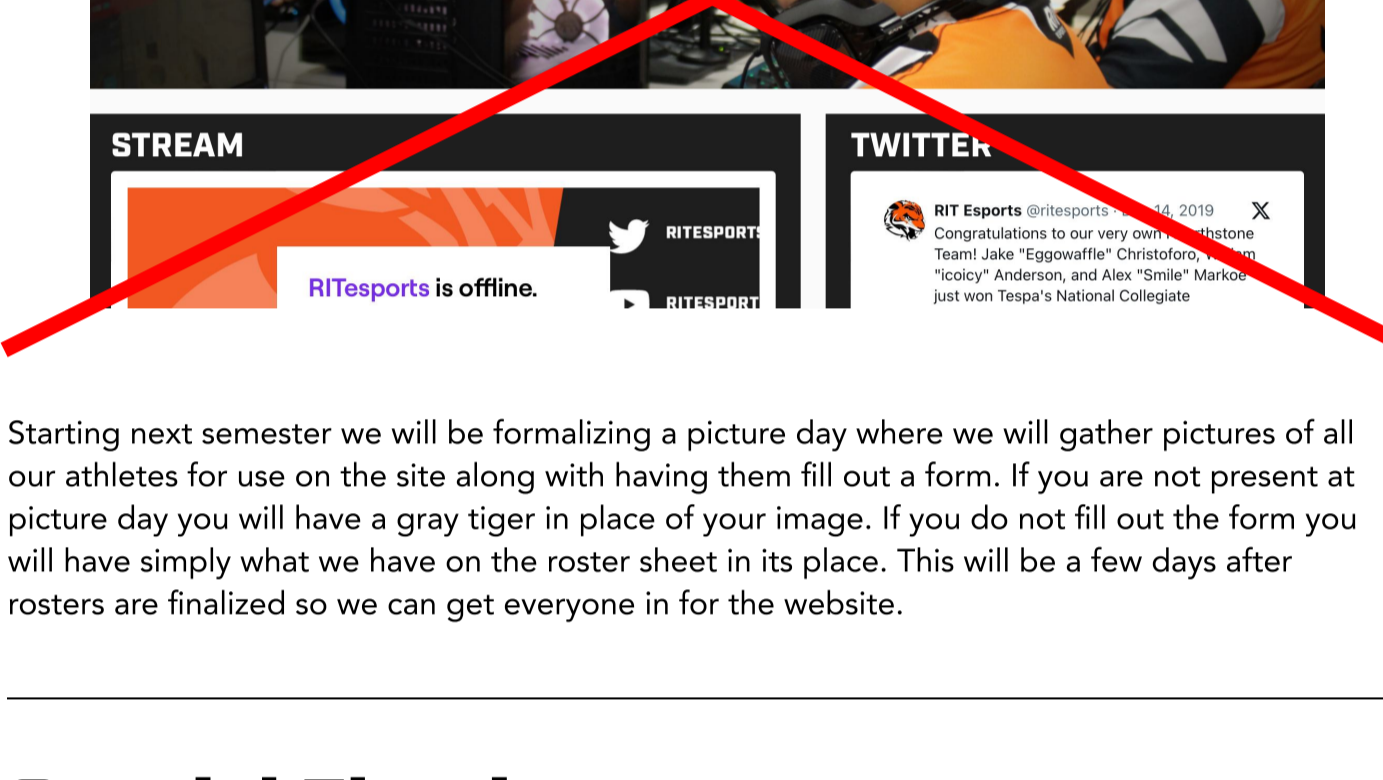
## Some Constitutional Changes

As you may have noticed, there have been some changes to the Constitution being made recently, and quite a few at that. Let's break them down.

1. Codify/officialise Operations Representatives as Managers
2. Normalize team colors structure to include correct RIT branding with consideration of academy teams, in order of RIT Orange, White, Black, Gray, Violet
3. Introduce and include Academy Team terminology and requirements into Constitution
4. Academy Division
5. Amend wording on committees for additional clarification
6. Periodical Duration
  - a. Committee is formed periodically on a regular basis with it dissolving again after the task is complete.
7. Amend and introduce protest votes in extenuating circumstances of abstained vote
  - a. Protest Vote
8. Sub-community Discord Servers transfer ownership to @RIT Esports to avoid potential extenuating issues
  - a. Public Conduct: Allowing teams to have separate Discord servers with applicable policies required which must have the RIT Esports discord account as the owner.
9. Introduce and adjust existing wording to limit roles within Eboard, Management (including operations) and competitive players to 2 positions at once, with explicit restrictions on executive board positions and management roles being held by the same person
  - a. Executive Board members may not hold a competitive manager or operations manager. Should they choose to hold a secondary role they are limited to one role. Secondary roles are defined for this as follows; player, assistant manager, operations member, coach.
  - b. Managers of Competitive Teams may hold (1) other roles within any other Competitive Group or Operations Branch within the Squad and any other group within RIT Esports. This role may only be filled by a current RIT student.
  - c. A Player may play on a maximum of one competitive division team and one other academy team. If they are only on academy teams they can play on a maximum of 2 academy teams. A Player may hold a Substitute role on another Team at the discretion of the Manager of the original Team that they are on and the league allows so. This role may only be filled by a current RIT student.

## Push for Scholarships

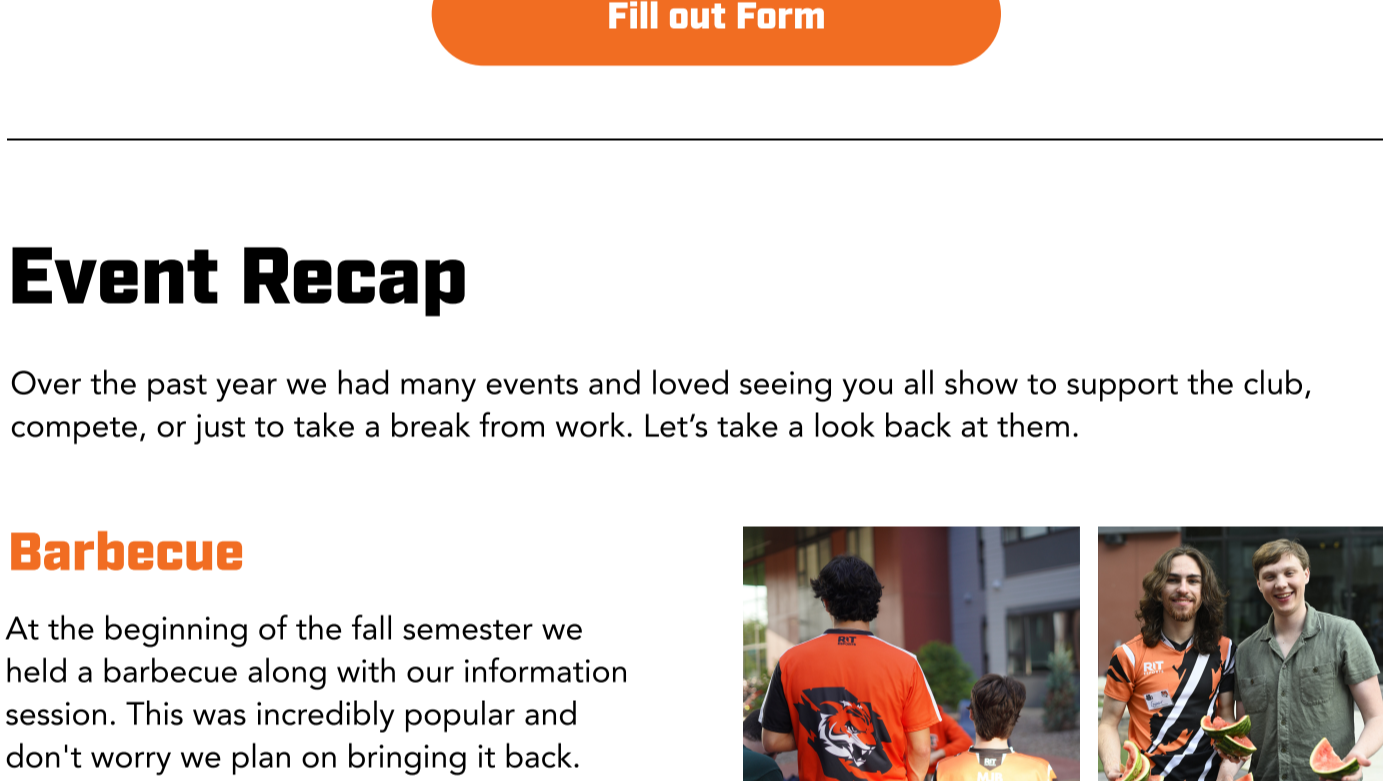
After a lot of effort, many meetings, and much hard work from Sam and Ben, we can share a bit of what some of this hard work has led to. As you may be aware, Ben has been passionate about pursuing his personal goal of obtaining esports scholarships for the club. This is outlined by the Reporter article that was recently published about it! We have made some great strides and are now much closer to reaching this long awaited goal. More info will be shared towards the start of the semester.



[Reporter Article](#)

## Website Refresh

As many of you know our current website is well... outdated. And as many of you have seen, we have been collecting some information for it. We have been working with RIT web services to build a brand new website! While not perfect, it's an amazing first step that will be built over time. The first version of it will be up in the fall semester.



Starting next semester we will be formalizing a picture day where we will gather pictures of all our athletes for use on the site along with having them fill out a form. If you are not present at picture day you will have a gray tiger in place of your image. If you do not fill out the form you will have simply what we have on the roster sheet in its place. This will be a few days after rosters are finalized so we can get everyone in for the website.

## Special Elections

At the end of last semester we held a round of special elections to fill rolls that had either no votes or no person running. This filled most roles but there are still the following up for grabs:

- Video Manager
- Development Manager
- NEW!** • Marketing Manager
- Smash Ultimate Manager

Further new squads will also require managers. Please consider running for these positions in the fall when we hold special elections for them, and feel free to ask if you have any questions!

## Alumni Advisory Board

Attention all alumni, we are now accepting people to join the Alumni Advisory Board! This will be a place where you can share your ideas with us and we can get your input on some things we are working on.

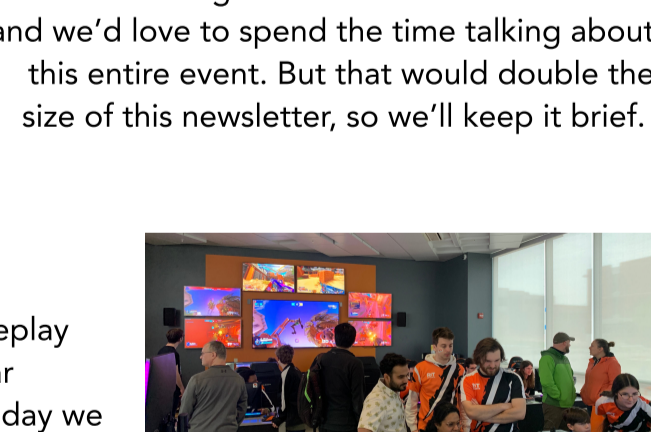
[Fill out Form](#)

## Event Recap

Over the past year we had many events and loved seeing you all show to support the club, compete, or just to take a break from work. Let's take a look back at them.

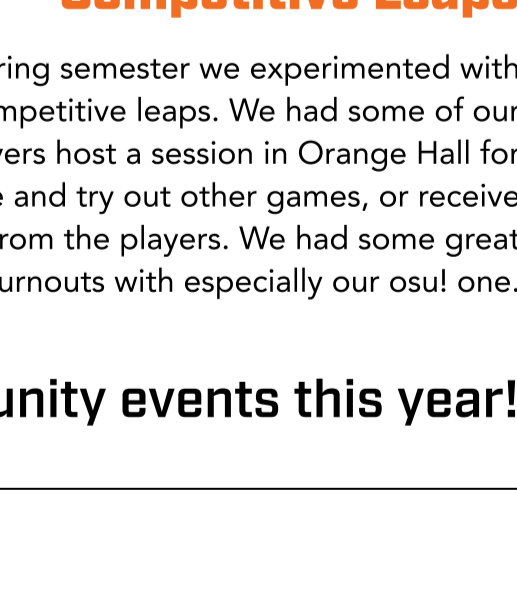
### Barbecue

At the beginning of the fall semester we held a barbecue along with our information session. This was incredibly popular and don't worry we plan on bringing it back.



### Tigers Play Games

We held a small event in the SAU where we held mini tournaments for a few of our most popular games. We got to meet quite a few new faces and had a fun night with a few prizes. This was also a massive collaboration event between most of the gaming clubs on campus.



### Spooky Games Night

This was a small event we held in Orange Hall where we gave out stickers and candy while playing some fun spooky games like Lethal Company and escape the back rooms in orange on the weekend near Halloween.

### Roar Day

This was an insane day that we threw together with minimal time and managed to fundraise \$3045.01 on the last day of the competition in only a few hours with our casual games night!

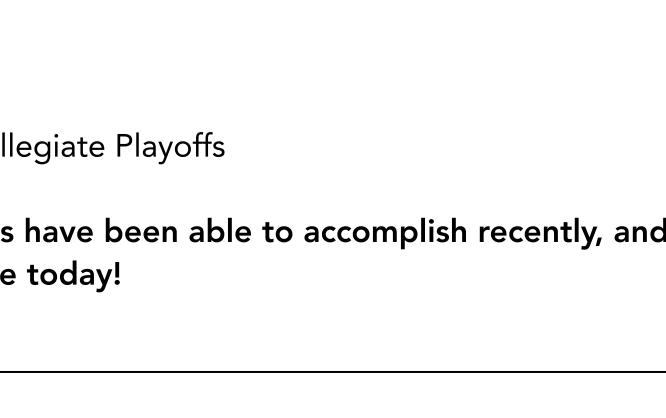
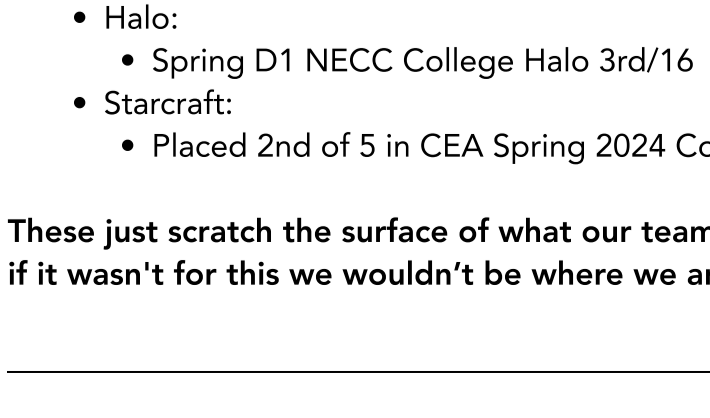
### Hot Chocolate Social

A small event to help ease into finals was a quick hot cocoa social held in Fireside! We had some tables and treats set out, along with some setups for anyone to unwind and hang out with others.



## CS2 Lan

This honestly deserves its own section. We held a Counter Strike 2 Lan in the Wegmans theater in Magic Spell Studios with Stony Brook, Syracuse, and Northeastern coming here to play! This event lasted nearly all day with the many hard workers there to make sure everything ran (mostly) smoothly. Big thanks to GLG and alumni Ben Garvey for coming in clutch after a machine went down. After a nearly 12 hour day, RIT Orange ended up taking home the trophy and the win! Couldn't have done a lot of it without the LAN committee, production and broadcasting team and events team to run everything.



### 24 Hour Stream

This was the result of us receiving our \$2500 goal from roar day and this was both so much fun and so tiring. This was our entire schedule and we'd love to spend the time talking about this entire event. But that would double the size of this newsletter, so we'll keep it brief.

### Imagine RIT

During Imagine RIT we opened up Institute for freeplay and in person casting for some of our most popular games. We were so popular that at the end of the day we ran out of the stickers we had just gotten! This was amazing to not only get to see members from our community, but the other people that support us as well.



### Competitive Leaps

Throughout our spring semester we experimented with an event called Competitive leaps. We had some of our competitive players host a session in Orange Hall for people to come and try out other games, or receive some coaching from the players. We had some great turnouts with especially our osu! one.

Keep your eyes out for more community events this year!

## Upcoming/Fall Events

We plan on having several events throughout the fall semester. Many are still in the planning phase, and we need some help with them! If you are interested in helping plan and make the many events happen you should join the LAN committee or the Events team in Operations. A lot of work goes into these events, and we would love your help! More info about the events we have planned will be coming in a future issue.

[Join the LAN Committee!](#)

[LAN Game Interest Form](#)

## Previous Year Achievements

We wanted to take a quick moment to list all of our amazing achievements from this past year.

- Championship teams:
  - Counter Strike D1 (NACE Fall 2023)
    - Proto, K2, Uni, MJB, Benji
  - Valorant D1 (EGF Spring 2024)
    - GoonGuy, Willz, Sticky Rice, Huntah, VisionKiller, Ting
  - Hearthstone D1 (NACE Spring 2024)
    - KahootDudeRyan
  - League of Legends (NECC Spring 2024)
    - Haxorr, Arkeazus, Haki, Meowno, Lzidas
- "Top 4" teams
  - CS (D1)
    - Fall:
      - NACE national champs 1st/21
    - Spring:
      - RIT LAN 1st/4
      - RallyCry 4th/28
  - Overwatch (all spring)
    - D1 GMU LAN Champions 1st/5
    - D3 NACE finished 2nd/8
  - Rocket League:
    - D1 placed 3rd in EGF after being 3rd seed by a round factor of 3 games
    - D2 won GLG HWS invitational in the spring
  - Valorant (D1):
    - SUNY Brockport Invite GLG Lan Placed 2nd/5
    - EGF won Atlanta LAN 1st/11
  - Osu! (olCL Tier 1):
    - D1 4th/48
  - League of Legends:
    - D1 1st/8
    - D2 CLoL East Champion Division (group 4) tied for 3rd/8
    - D1 CLoL East Open Division 2nd/6
  - Hearthstone:
    - NACE National champ
  - CoD:
    - 4th/14 CXP Varsity Regular Season
  - Halo:
    - Spring D1 NECC College Halo 3rd/16
  - Starcraft:
    - Placed 2nd of 5 in CEA Spring 2024 Collegiate Playoffs



### Stay in Touch!

